Matchmaker 64™

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Test your memory in this game of concentration.

A Product of
The Software Guild

SYSTEM REQUIREMENTS

Commodore 64™ Computer • Datasette Tape Player
Color TV or Monitor • Joystick (optional)

PACKAGE CONTENTS

Matchmaker 64 Cassette
Instruction Booklet
Warranty Card

OVERVIEW

Matchmaker 64 is a game that tests and develops memory and the power of concentration. Can you guess and match the randomly arranged letters that are hidden behind 52 colorful "cards" on your computer screen? Played alone or in a group, Matchmaker 64 is fast-paced fun reminiscent of many popular TV game shows. It is also an excellent showcase for the wonderful color and sound capabilities of your Commodore 64 computer.

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INTRODUCTION TO MATCHMAKER 64

Did you know that your short-term memory powers can be developed and improved by playing memory games? Matchmaker 64 is a game that challenges you to remember and match letters that are hidden behind colorful cards on your computer screen. As each card is turned, you get a peek at the hidden letter, and you also hear a musical tone. Can you remember the letter or the tone when it's your turn for a match?

Matchmaker 64 provides you with many options to increase the difficulty of playing. A random selection factor makes it a new game each time you play. You can use your joystick or play directly from the keyboard. This is a game that all ages will enjoy playing together, and it is particularly good educational fun for parents and preschoolers.

GETTING STARTED

To get started with Matchmaker 64, simply follow these steps. (This is called "booting.")

1. Connect your joystick to control port #2 on the right side of the computer. (Use of the joystick is optional. You may play Matchmaker 64 with the keyboard alone.) Turn on your monitor or TV and then your computer. (The power switch is on the right side of your computer.)
2. Place your tape player as far away from your monitor as possible.
3. Insert the cassette in the tape player and rewind it.
4. Type LOAD "MATCHMAKER" and press [RETURN].
5. Press [PLAY] on the tape player when prompted to do so by the computer. After a moment, the screen will say FOUND MATCHMAKER. When the computer finds the program, the screen will blank out. Please be patient; the game takes more than four minutes to load.
6. When the game is fully loaded, you'll once again see the READY message. At this time, type RUN and press [RETURN].

If the program doesn't load properly, please try repeating the Getting Started instructions.

PREPARING TO PLAY

Player Names

When you see and hear the title of the game, press [RETURN], as requested. You are asked to enter the name(s) of the player(s). You can play Matchmaker 64 by yourself, or with up to nine other players. Simply type in each name, followed by [RETURN]. The program remembers only the first six letters of your name.

After you've entered the last player's name, press [RETURN] without typing anything. The game option menu will appear.

Game Options

This is your chance to add variation to the game and to make it easy or difficult to play.

Your options are listed below.

- T Tags each card after it has been turned the first time, by making a small notch in the lower margin of the card.
- W Turns one or more pairs of cards into "wild cards," which can be used to match with any other card. These are indicated by an octagonal (8-sided) shape. After you have selected all game options, you'll be asked how many pairs of wild cards you want, up to 9.
- M Allows more than two guesses per turn. This option can make the game much faster to play. If you select M you'll be asked to specify how many guesses you wish to permit.
- S Permits only a single match per turn. Use this option to prevent a hot player from getting on a streak near the end of the game and matching all remaining pairs.
- P Assigns sequential point values to each letter of the alphabet, from 1 for A, up to 26 for Z. This option makes some letters more valuable to remember and match than others. It also makes the scores more impressive.
- Q Quiets the musical tones that are normally sounded with each card. This makes the game quieter, without the necessity of turning down the volume control on your TV. (It doesn't completely eliminate the sound, however.)
- H Puts 90 cards on your screen rather than the standard 52. You are required to remember and match color bars rather than letters. Maximum challenge!

Select as many of these options as you want by typing in the appropriate letters, one after the next. When you're through, press RETURN. If you make any errors or change your mind, use the INST/DEL key to back up and erase the offending letter before you press RETURN.

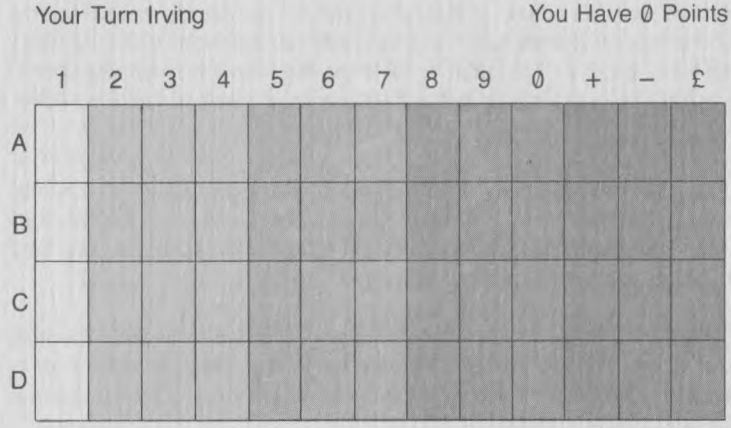
If you don't want to exercise any of the options, press RETURN without typing anything. You'll go directly to the game.

If you've specified any options that require a "how many," the computer will now ask you to supply the numbers. Just type the number in reply to each question; it's not necessary to press RETURN. When you've answered the last question, it's game time.

PLAYING MATCHMAKER 64

The Game Screen

After you have completed all preparations, a screen appears with 52 colored panels that represent the backs of cards. The cards are laid out in 4 rows (A, B, C, D) by 13 columns (1 through £), which correspond to the top row of keys on your Commodore 64 keyboard.



The Object

The object of the game is to turn over the cards, discover what letter is hidden beneath, and then make a match by choosing two cards that hide the same letter. It works much like the television game "Concentration." Each time you make a successful match, you earn points, and get another turn. Each time you guess wrong, you hear a noise and the turn passes to the next player. The game is over when all

possible matches have been made. The player with the most points is the winner.

Joystick or Keyboard

If you want to use a joystick, it must be attached to control port #2. When you first see the game screen, move the joystick to the left or right. The cursor will appear over one of the cards near the center. In this game, the cursor looks like a small checkered square. To turn over a card, simply maneuver the cursor to any portion of the card of your choice, then press the joystick button.

If you are playing without a joystick, no cursor will appear. All you need to do is to type in the coordinates of the card of your choice (i.e., A1, B2, C-, etc.). You don't need to press [RETURN].

If you make an invalid choice (either coordinates for a card that has already been matched and removed, or coordinates that don't make sense), you won't receive any error messages; the game will just wait for you to select a valid card.

It's Your Guess

When it's your turn to play, the computer will prompt you by name at the top of the screen. You "turn over" as many cards as you are allowed per turn (two, unless changed by option M), revealing the letters hidden underneath. As each letter is revealed, a unique musical tone sounds. The pitch of the tone and the letter correspond. If you have a good musical ear and memory, this can help you play the game.

If you have successfully made a match, you'll be treated to a visual and audible twinkle of success. The matched cards will be blanked from the screen. Your point count will be credited appropriately, and you'll be granted another turn.

If you fail to make a match, you'll hear an unpleasant noise. You and your fellow players will get to gaze upon the revealed letters for a second or so before the cards are turned over again. It then becomes the next player's turn.

Wild Cards

If you specify option W while setting up the game, one or more pairs of cards will be turned into octagons, rather than letters. These "wild cards" may be used to match with any other card. Making this match will cause both cards to be removed from the screen, just as if they had both contained letters.

Too Easy?

Option H on the option menu selects a more difficult version of Matchmaker 64 that is almost a unique game in itself. Here are the ways in which it differs from the regular version:

- The difficult version has 90 rather than 52 cards. These are laid out in seven rows of 13 columns. To fit all of these into the screen display, these cards are much smaller than the regular set.
- The difficult version uses colors instead of letters. When you turn a card, you'll see either a solid color panel or a color panel bisected by a smaller bar of a different color. You'll hear a musical tone as usual, or two tones in the case of two-color cards (one tone for each).
- The difficult version uses a solid red panel for the wild card, rather than an octagon. The wild card's use is the same as in the regular version.
- The card backs are white rather than colored. (If you choose option T, to tag each card as it has been turned, the card backs initially are grey. As each card is turned, the card back becomes white).

Quit, Play Again, or Change

After all possible matches have been made, you'll see the score(s) displayed at the top of your screen. Once the winner has gloated and the losers have groaned, you can either quit, play another round with the same players and options, or begin a new game and specify a new set of options.

To quit	Press any key.
To play the same game again	Press RETURN.
To play a new game	Press any key. When you see the READY message, type RUN, and press RETURN.
To quit in the middle of a game	Type NEW. You'll be returned to the title screen.

IMPORTANT TIPS

Follow these tips to minimize problems when running this and many other programs on your Commodore 64 computer:

Keep the [SHIFT LOCK] key up, unless your program tells you otherwise.

Do not press the [RUN/STOP] key while your program is in use.

Do not press the [SHIFT LOCK] and [COMMODORE] keys simultaneously: this combination may upset your program.

Handle your cassettes gently, being careful not to touch the tape itself. Always keep them in their special cases while not in use.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide the best possible customer service, including information on program updates and replacement of damaged cassettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, it should not be possible to damage this cassette. However, should the cassette or the program on it become damaged, please return it to us with a short description of the problem. The Software Guild will replace your cassette promptly, according to warranty provisions.

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